

Meeting Agenda

Location: 6207

Date: 27/4 2012

Time: 13:00 - 13:45

Facilitator: Magnus Anders Joar Valerian Junghard Huttu

Participants: Andreas Karlberg, Linus Karlsson, Magnus Huttu, Jonathan Kara

1. Objectives (5 min)

Highscore to filemanagement. We have to discuss how we want the tetrominoes to stop.

2. Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

Cortège

3. Reports (15 min)

Karlberg has received help from joachim and is going to keep engaging the highscore with more functionality.

Linus is exploring the possibilities with the point system in the game.

4. From previous meetings, solved issues, e. t. c.

Karlberg is receiving help and then the issue with highscore is solved.

5. Discussion items (35 min)

How to...

How are we going to work during this long weekend?

This is a issue which we have bad solutions on. We all feel that we are so forward with this game so we thought that it would be good to take a little vacation from the programming and focus on the cortège.

How are the blocks in-game going to stop?

We are going to make at least 3 modes, one easy mode where each square fall separately and the other mode where they will fall blockwise.

6. Outcomes and assignments (5 min)

Relax.

7. Wrap up

a. NA

b. Next meeting will take place 2/5 2012